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CAPCOM®

Disney's DuckTales 2

INSTRUCTION MANUAL

© Disney

A Special Message From Capcom

Thank You for selecting **DuckTales 2,** the latest addition to Capcom's library of Disney's titles. Following such hits as **Darkwing Duck** and **DuckTales**, **DuckTales 2** continues the tradition of action-packed family oriented games for the Nintendo Entertainment System.

DuckTales 2 features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Senior Vice President
CAPCOM U.S.A.

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This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

SAFETY PRECAUTIONS

Follow these suggestions to keep your **DuckTales 2** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!
Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you used your projection television with NES games. Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for furthur information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: Altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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GETTING STARTED

1. Insert your **DuckTales 2** Game Pak into your Nintendo Entertainment System and turn it on.
2. Watch the story of the Lost Treasure of McDuck or press the **A** button to skip to the title screen.
3. When the title screen appears, press the **START** button and three difficulty levels will appear. (The difficulty level you choose will determine how difficult the guardians of the treasures are to defeat.) Press the control pad up or down to move the arrow next to the difficulty level of your choice and press the **A** button.
4. The next screen is a map of the world with the locations of some of the missing map pieces. Press the control pad up or down to select the location you wish to visit and press the **A** button. Launchpad will give you a quick description of the lost treasure you are looking for and what type of enemies you may encounter. After he is finished, he will ask you if you want to travel to that location. Press the **A** button to say YES and Launchpad will speed you to fun and adventure or press the **B** button to choose another exotic location.
5. To end the game at any time, simply turn your Nintendo Entertainment System off and remove your Game Pak.

THE LOST TREASURE OF McDUCK!

"Uncle Scrooge, we found this piece of paper in the basement. It looks like part of a treasure map. Look, it says 'The Secret Treasure of McDuck'. Great, Great Uncle Fergus must have torn the map into pieces and hidden them all over the world!"

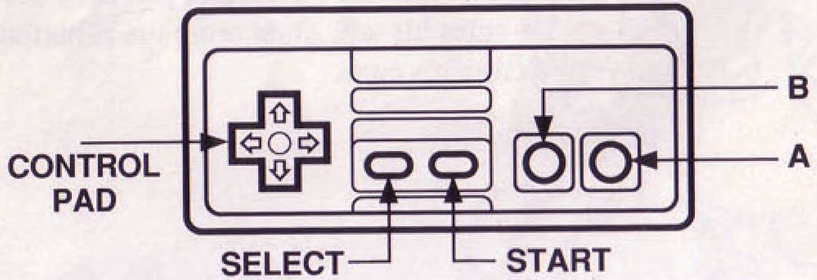
Well, spit on my spats, I'll bet you're right!
It looks like we're off on another treasure hunt, lads. Let's get crackin' !

CONTROLLING SCROOGE McDUCK

To do this:	Do this:
Move Scrooge Right or Left	Press the control pad **Right** or **Left**.
Jump Up	Press the **A** button.
Pogo Jump	Press the **A** button to jump into the air and then Press and hold the **B** Button.
Grab A Rope	Jump toward the rope and press **Up** on the control pad.
A Golf Swing	Stand to one side of a box or rock and press against it using the control pad until Scrooge wiggles his tail. Then press the **B** button to swing Scrooge's cane.

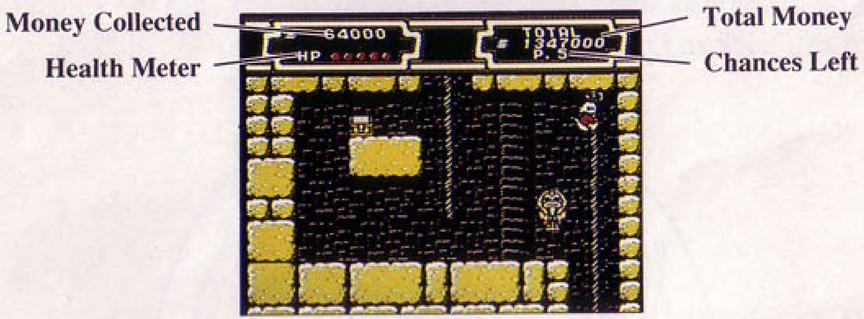
CONTROLLING SCROOGE McDUCK CONT.

To do this:	Do this:
Pull A Metal Box or Switch	Stand to one side of a box or rock and press against it using the control pad until Scrooge wiggles his tail. Then press the **B** button to swing Scrooge's cane. When the cane attaches to the box, press the control pad to pull the box toward Scrooge.
To Pause the game and to see the special adaptors and items available.	Press the START button.



IT'S TREASURE TIME

The six other pieces of the map to the Lost Treasure of McDuck are scattered across the globe. Hidden in treasure chests and behind secret walls, they will lead Scrooge to treasure if he's smart enough to find them all.



As Scrooge makes his way through each land he will encounter lots of creepy critters which will try to block in his way. Pogo jump on their heads to bounce them off the screen, but don't let them touch Scrooge or he will lose one ball off his health meter. If you let all of Scrooge's health disappear, he will lose one of his chances. After Scrooge loses all of his chances, the quest for the Lost Treasure of McDuck will be over.

IT'S TREASURE TIME CONT.

Each of the strange and mysterious lands Scrooge visits has an ancient and valuable treasure that is guarded by a Treasure Keeper. If Scrooge is lucky enough to find the Hall of the Treasure Keeper, he can earn the treasure by pogo jumping off his head until he disappears. If he is successful, Scrooge will earn the special treasure and then zoom back to Duckberg for his next adventure.

THE ITEM STORE

Every time Scrooge returns to Duckberg, he drops off his loot at the Money Bin and then heads for the Item Store where he can spend some of his hard-earned cash.

When Scrooge appears in the store, press **UP**, **DOWN**, **LEFT** or **RIGHT** on the control pad to move the arrow next to the item you wish to purchase and press the A button. Huey will give you a description of the item and ask if you wish to purchase it. After you are finished buying items, simply move the arrow next to EXIT and press the **A** button to leave the store.

THE ITEM STORE

Good Mojo Doll: Pick up this item and Scrooge will earn another chance to find the treasure.

Continue Globe: Allows Scrooge to continue the game after all his chances are gone.

Piece of the Map: A piece of the map to the Lost Treasure of McDuck.

Safe: Stores Scrooge's money in a safe during a stage and prevents it from being lost.

Extra Energy: Adds an extra ball to Scrooge's Health Meter. (Maximum 2 extra.)

Cake: The cake restores all of Scrooge's health. Scrooge carries this item until needed. It can be used at any time during the game by pressing the **START** button. When the game pauses, push up on the control pad until the cake appears and then press the **SELECT** button to use the cake.

GYRO TO THE RESCUE

Flintheart Glomgold will stop at nothing to get the treasure for himself, but Scrooge has an ace up his sleeve. His ingenious inventor Gyro, has created three special adaptors for Scrooge's cane.

Hammer Adaptor: This adaptor increases the power of Scrooge's golf swing.

Iron Adaptor: This adaptor increases the power of Scrooge's pogo jump.

Power Adaptor: This adaptor increases Scrooge's pulling power.

Each of these special adaptors will give Scrooge the boost in power needed to get by some tricky traps. But before Scrooge can use the adaptors, he must search high and low for Gyro.

Once Scrooge finds him, Gyro will give him one of the special adaptors. Press the START button at any time to see which adaptors you have collected.

(Note: The special adaptors are automatically used when needed. You do not need to select them.)

SPECIAL ITEMS

Ice Cream: This kit restores 1 ball of Scrooge's health.

Cake: This kit restores all of Scrooge's health.

Good Mojo Doll: Pick up this item and Scrooge will earn another chance to find the treasure.

Large Diamond: Adds 50,000 dollars to Scrooge's account.

Medium Diamond: Adds 10,000 dollars to Scrooge's account.

Small Diamond: Adds 1,000 dollars to Scrooge's account.

TREASURE HUNTING TIPS

1. Some of the treasure keepers cannot be defeated by pogo jumping on their head. Try using another of Scrooge's abilities.
2. Many pieces of the map are hidden behind fake walls. Be sure to check every nook and cranny.
3. Use your cane to pull on objects, flowers and switches and see what happens!
4. If you talk to Launchpad, you will re-appear next to him if Scrooge doesn't finish the stage.
5. Scrooge can jump and do a golf swing to get rid of high rocks and boulders.

WARRANTY INFORMATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on. The user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

WARRANTY INFORMATION CONT.

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number-on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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